



Multimedia Computing Programme Curriculum Review by Prof Bebo White - Exit Report

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Improving the Learning Objectives

- **TMP1613 – Multimedia Technology**
 - Provide basic knowledge to all students
 - Realize the importance of multimedia technology

T&L Activity

- More case studies/lab projects on how multimedia is being used in:
 - Google Earth
 - Movies on Demand (MOD)
 - Second Life
 - VoIP
 - Skype



Software and Tools

- Towards Open Source standards.
- **SVG** to replace **Adobe Flash** in TMP1613 Multimedia Technology.
- **Google SketchUp** to replace **VRML** in TMP2613 Interactive Multimedia Lab.

Some Insights

- Multimedia will continuously evolve.
- How to adapt?
- How to prepare them for the next 4 years (after graduating).
- Prepare them with strong fundamental knowledge in MM as a subject matter expert (SME).

Multimedia Design Guidelines

- Aesthetics value of multimedia.
- Usability and design guidelines.



Discussions...

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